PlayStation

PAL

TOBAL No.1

TM

SQUARESOFT®

SONY COMPUTER ENTERTAINMENT

Precautions

• This disc contains software for the PlayStation™ home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation™ specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation™. • Read the PlayStation™ Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation™, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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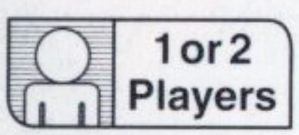

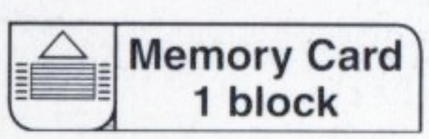

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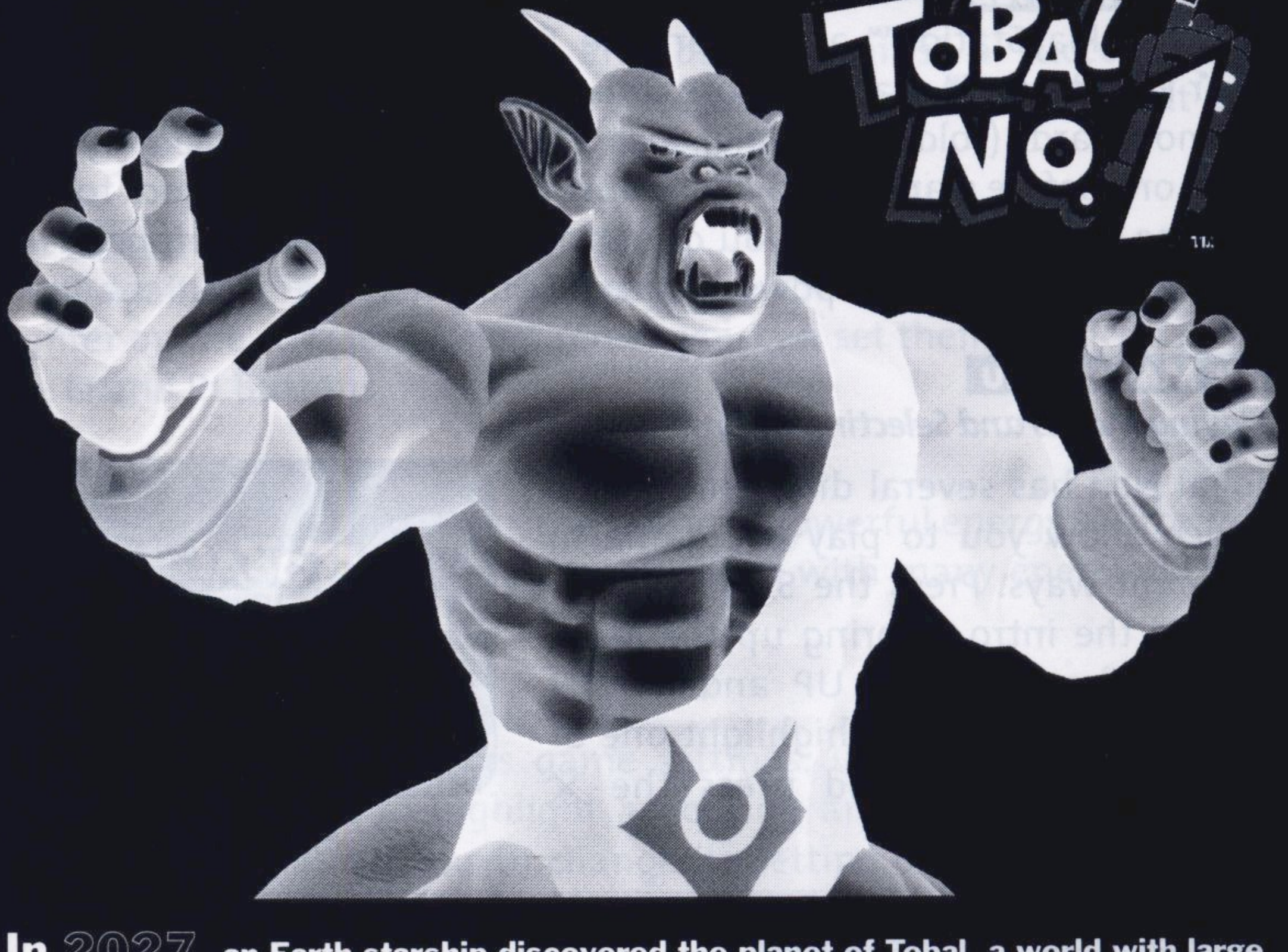


In 2027, an Earth starship discovered the planet of Tobal, a world with large deposits of a rare and powerful energy source called Molmoran. Earth leaders met with the King of Tobal to negotiate mining rights, but several other planets also entered the bidding. The King of Tobal, an avid martial arts fan, decided to hold a tournament every 200 days, with the winner to receive the rights to mine the precious matter. It's now 2048 and the 98th tournament is about to begin...

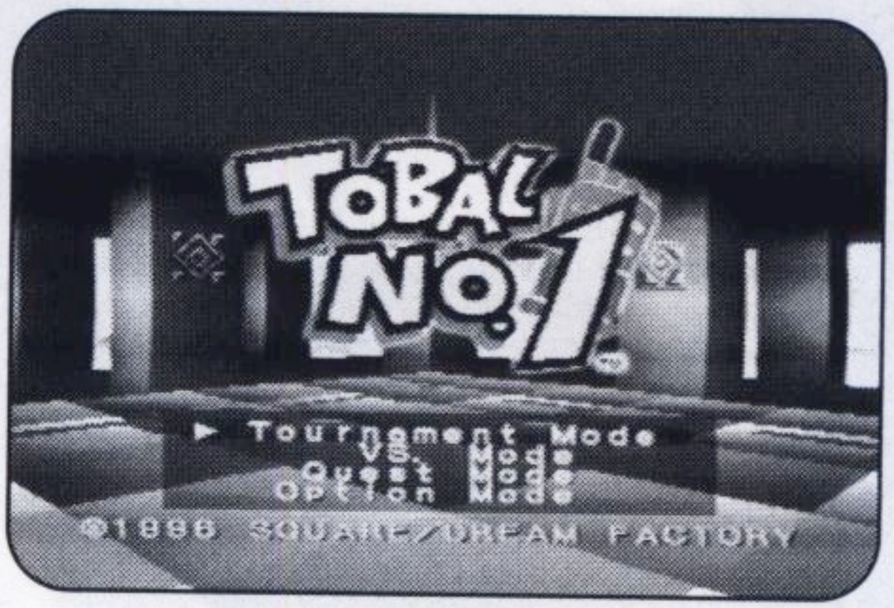
Getting Started

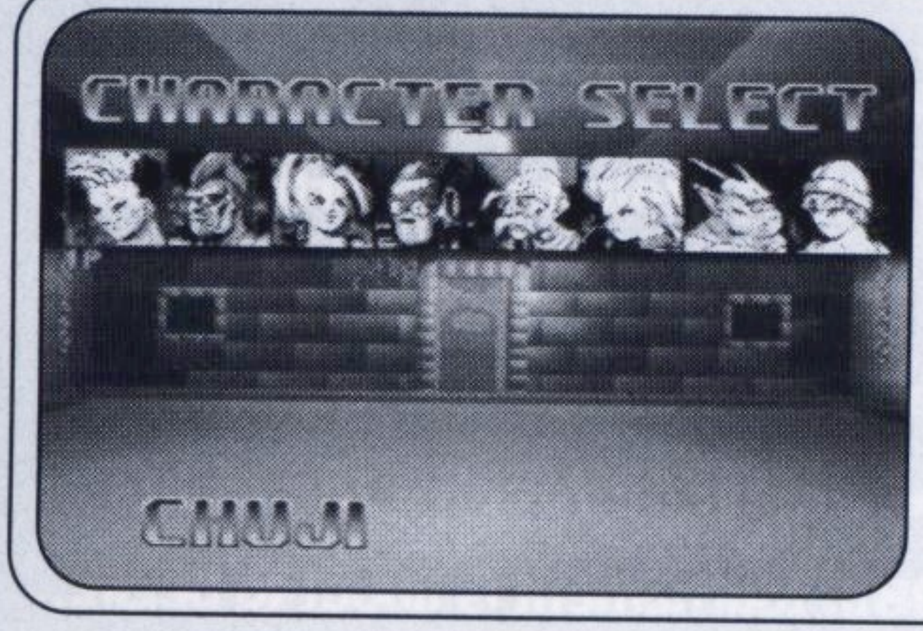
Set your PlayStation™ and insert the Tobal No.1 disk as described in your PlayStation™ manual. Note, Tobal No. 1 lets you save games onto Memory cards (sold separately). Insert a Memory card in Memory card slot 1 or 2 before starting play. You must have at least 1 free block to save a game. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

The Main Menu

Playing Modes and Selecting a Character.

Tobal No.1 has several different modes, which allow you to play the game in different ways. Press the START button during the intro to bring up the Main Menu. Then use the UP and DOWN Directional buttons to highlight one of the modes below and press the × button to confirm.





The character select screen is the same for every game mode: use the Directional buttons to highlight your selection and press the × button to select.

Tournament Mode

Enter the Tobal Tournament and battle against a succession of computer-controlled opponents. A second player can join in at any time by pressing the START button on Controller 2.

VS. Mode

Fight against a friend. Note, before you've confirmed selection of your fighter on the character select screen you can set their handicap using the L1 and R1 buttons.

Quest Mode

Your quest to find Molmoran, the rare and powerful energy source, will take you into a mysterious dungeon, filled with many enemies, traps and puzzles.

Options Mode

Allows you to alter various game settings. Use the UP and DOWN Directional buttons to highlight an option and either the LEFT and RIGHT Directional buttons to change its setting or else the × button to select it.

CPU

Sets the strength of the computer-controlled character when playing in the Tournament Mode, either EASY, NORMAL or HARD.

Set Count

Selects the number of rounds needed to win a match.

Game Time

Sets the duration of each match, from 15 to 99 seconds. Select INF to have matches continue until one fighter is defeated.

Survival

Sets your fighter's recovery level after each match, from 10% to 50%. This setting only applies to Tournament and Versus modes. If you want your fighter to recover completely, select OFF.

Sound

Selects either STEREO or MONO sound effects and music.

Button Config

Lets you change the button configuration for your Controller. Use the LEFT and RIGHT Directional buttons on either Controller to select either of the two preset configurations or the third FREE SETTING option. The latter lets you customise the set-up: to alter the function of a particular button press and hold it down and use the LEFT and RIGHT Directional buttons to scroll through the choice of actions - HIGH, MIDDLE, LOW, JUMP and GUARD. Press the START button to return to the Options Mode screen.

Practice

Lets you practice your skills with any fighter. Press the × button to go to a practice match. Select your character and opponent in the normal way. The display at top shows: DAMAGE, HIT FRAME, COMBO (the number of hits in the current combo) and COUNTER THROW

(flashes the word OK if and when the current throw is vulnerable to a counter).

MEMORY CARD

Lets you SAVE and LOAD games with a Memory card. Set AUTO to ON if you want the game to save your progress automatically. Select Exit to return to the Options Mode screen.

THE COMBAT SCREEN

① ***Time remaining in the match.***

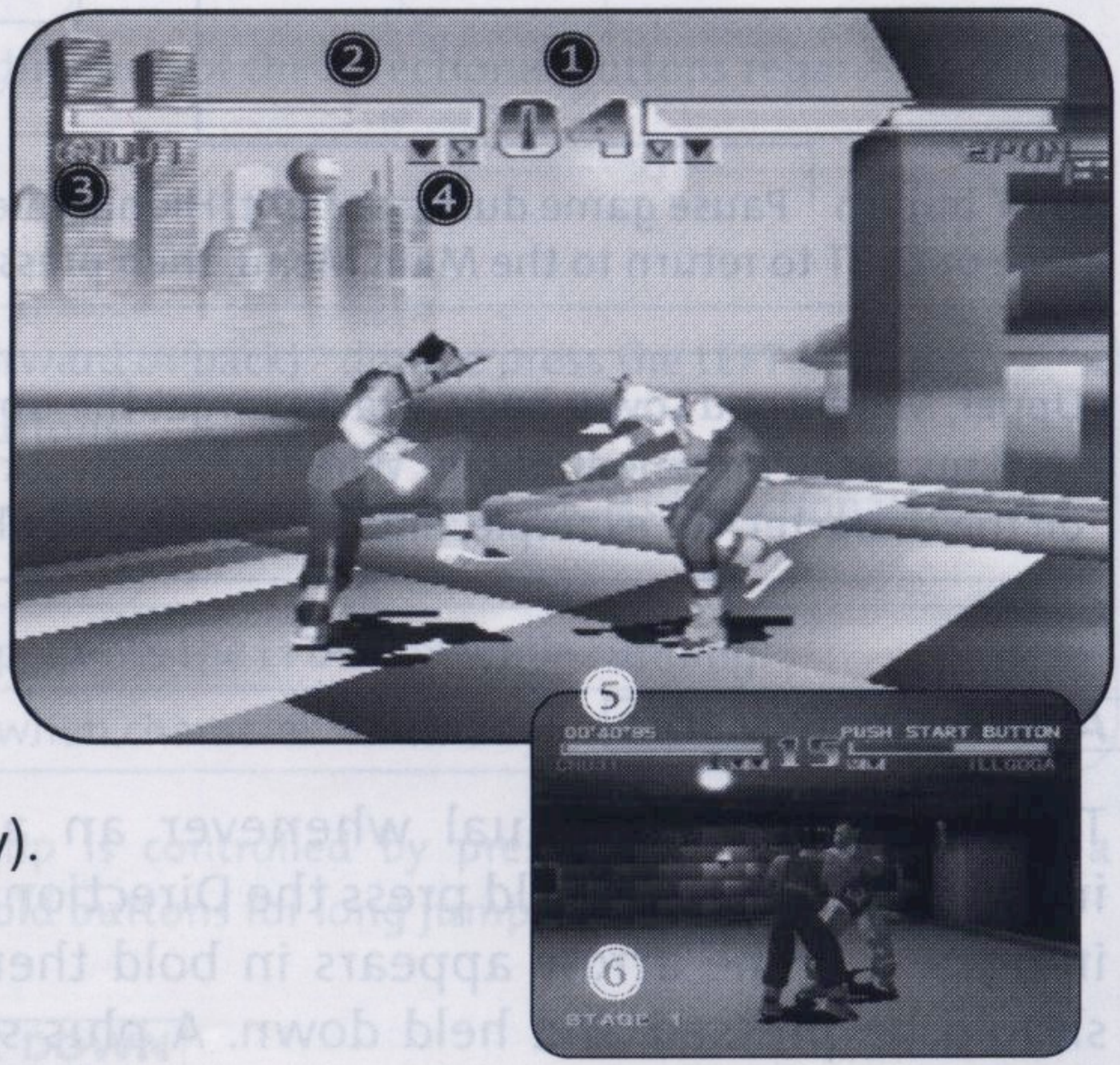
② ***Life Gauge*** (when this gauge reaches zero, the fighter is defeated).

③ ***Fighter's Name***

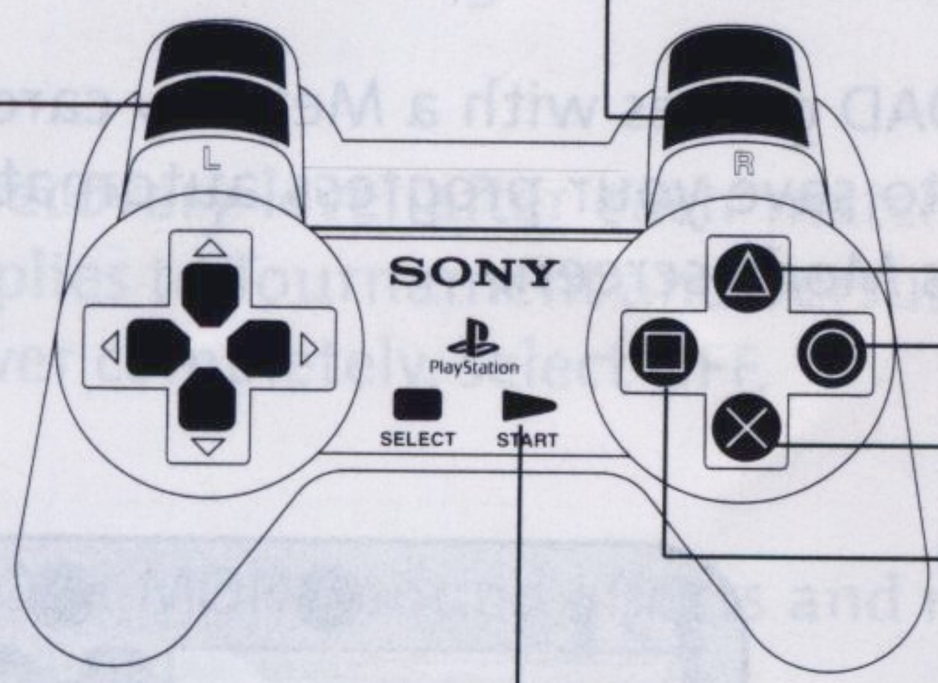
④ ***Set Wins*** (one box lights up for every match you win).

⑤ ***Total Elapsed Time*** (Tournament Mode only).

⑥ ***Stage number***



Basic Fighting Controls



START button Pause game during a fight. Highlight either CONTINUE to resume the game or QUIT to return to the Main Menu, then press the START button again.

Upper, Middle and Lower body attacks target the upper, middle and lower sections of the opponent's body. Whether the attack is a punch or kick depends on the character. For example, Illgoga may well use his tail for some attacks.

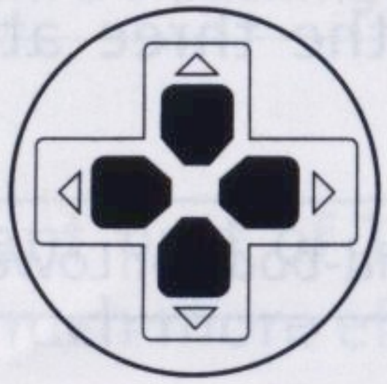
A Guide to Symbols

Throughout this manual whenever an arrow symbol appears it indicates that you should press the Directional buttons in the direction indicated. If the arrow appears in bold then the Directional buttons should be pressed and held down. A plus sign (+) indicates that the designated buttons should be pressed at the same time.

Character Movement Controls

↑ Move towards back of screen

← Move left



Move right →

↓ Move towards front of screen

NOTE: Characters move in the direction of the Directional buttons regardless of the way they're facing.

Advanced Movement

→ →	Large Step (forward or back) - double press the LEFT or RIGHT Directional buttons.
→ →	Run Forward - double press the LEFT or RIGHT Directional buttons and hold.
→ → + *L1*	Running Jump - press the L1 button while running.
R1	Abrupt Stop (when character is running)

NOTE: The direction of a jump is controlled by pressing the L1 button and a Directional button together. Hold buttons for long jumps; press for short jumps.

Getting up from a knock down

After a fall pressing the Directional buttons causes the fighter to roll or

rise in selected direction (if the Directional button pressed is in the direction of the character's head or feet, they will roll and rise to their feet; if it is pressed to one side or the other, they will just roll sideways). You can also press either of the three attack buttons to launch an offensive as you rise:

△ *or* □ *or* ✕	Upper body, Mid-body or Lower body attack when rising.

Special Attack Moves

The following attacks are common to all characters...

R1 + △	Hard Upper Body Attack
R1 + ✕	Hard Lower Body Attack
△ △	One/Two Attack
L1 + △ or □	Rising Jump Kick (jump then tap the attack button immediately)
L1 △ or □ or ✕	Jump Kick (jump then tap the attack button as you begin to come down)
L1 + ✕	Down Attack (hold down the jump button then tap ✕

Special Defence Moves

You can protect yourself against some attacks by using these techniques.

R1 button	Standing block. Guards against an Upper Body and Mid-Body attack. You cannot guard against a Lower Body Attack from a standing position.

↓ + *R1 button*	Crouching block. Guards against an Upper Body attack or Lower Body attack. You cannot guard against a Mid-Body attack from a crouching position.

Grappling Techniques

Grappling forms a significant part of Tobal No. 1. If you can learn to grapple well you will be a much more effective fighter.

There are two ways to grab your opponent:

R1 + □	Standing Grab (use this to grab an opponent standing at close range)
R1 + ↓ + □	Crouching Grab (use this if they're crouching)

Follow Up Attacks during a Grapple

Once you have them in your grasp, there are a number of things you can do with them. But be careful - they can also do them to you!

When holding your opponent

Moving your opponent	Double press any Directional buttons to move the opponent in that direction (you can use this to push them out of the arena)
Getting behind your opponent	Press the Directional buttons towards then away from the opponent to break the hold and get behind them.

WHEN YOU ARE BEING HELD

Breaking the hold	Double press the Directional button away from the opponent to extricate yourself from their grip.
Standing your ground	Double press the Directional button away in the direction in which your opponent is trying to move.

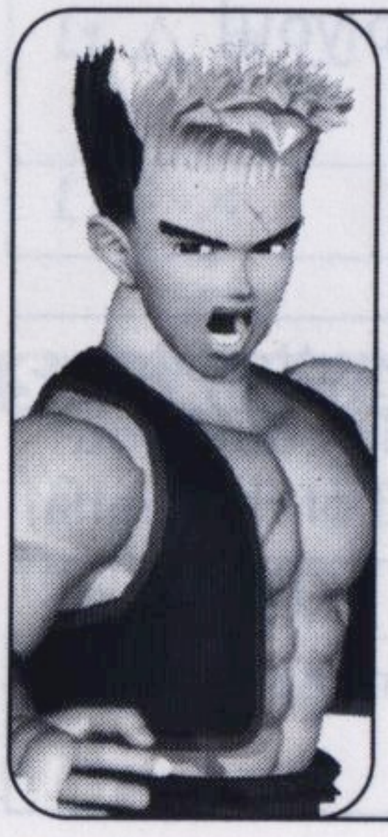
FOR BOTH COMBATANTS, WHETHER HOLDING OR BEING HELD

Strike Moves (high, middle, or low)	△ or □ or ×
Throw Moves	□ + R1

NOTE: you can also grab an opponent from behind, allowing a new range of follow up attacks.

THE CHARACTERS AND THEIR SPECIAL MOVES

NOTE: Button sequences commands are shown for characters facing right. Reverse them if facing left.



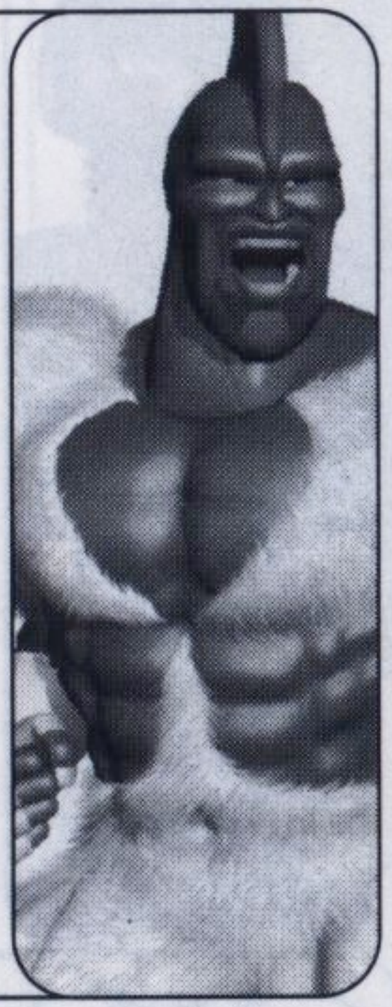
CHUJI-WU

A courageous martial arts performer, who has natural, raw fighting talent. He's a good, strong all-round fighter.

Hisui (during a grapple)	← ← → + □ + R1
Kasumi Otoshi (during a grapple)	→ + □ + R1
Nifu Rasen	△ △ △
Ren Ten Shu	R1 + △ △
You Ren Kyaku	↓ + R1 + △ □ □

Kokai → + □	Chuu Ten Kyaku ← + □

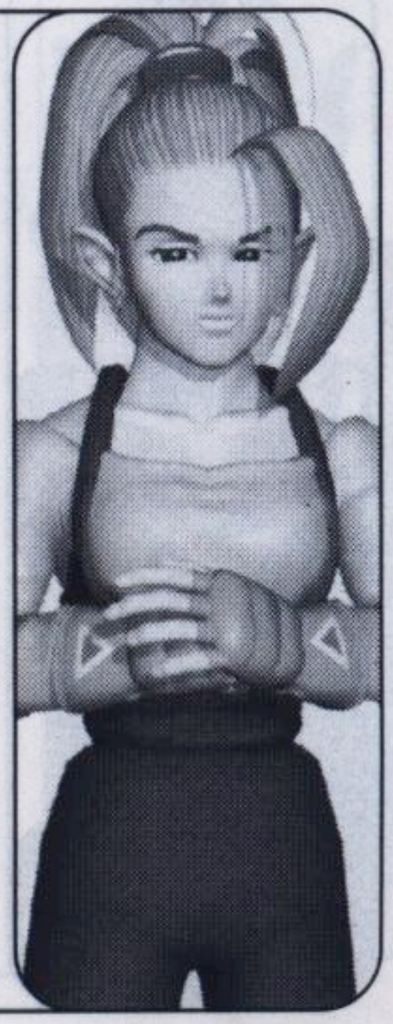
OLIEMS



Oliems has power, speed and balance, but a short reach, which is compensated for by some very unorthodox throw moves.

Cutter Hook	→ + △
Snipe Shot	→ → + □
Tiger Thrust	→ + □ □
Gazelle Upper	← + □ □
Machine Gun Knuckle	← + △ △ △ △ △
Kientak Breaker (during a grapple)	← + □ + R1

EPON



Although she's small, she can deliver devastating attacks with her quick, technical moves and damaging throws.

Aurora Rain	→ → + □
Aurora Salt	← + □
Slant Low	→ → + ×
Flip Throw (during a grapple)	→ → ← + □ + R1
Kuruma Nage (during a grapple)	← + □ + R1
Kuchiki Taoshi (during a grapple)	→ → + □ + R1

HOM

A fun-loving ex-mining robot, his moves are unique but tend to leave him susceptible to counterattacks. He loves launching surprise attacks and poking fun at his opponents.

Screw Punch	△ + R1, □ □ □ □ □ □ .....
Toya Otoshi	□ □
Guru Guru Punch	□ △
Naniwa Kick	→ □ □
Hi Ho Hi Ho	→ × ×
Fujiyama Kick	← □
Kegon Driver (during a grapple)	→ → + □ + R1

FEI-PUSU

A wise old man, and an ex-Tournament champion, who fights in a variety of styles. He's not especially quick, but has exceptional strength.1

Hougeki	← + □
Hien	→ → + □ □
Tenshin Sou Kyaku	← + × ×
Senpu Kyaku	↓ + R1, △
Housen (while running)	→ → + □
Ohshite Tsushiji (during a grapple)	← + □ + R1

MARY IVONSKAYA

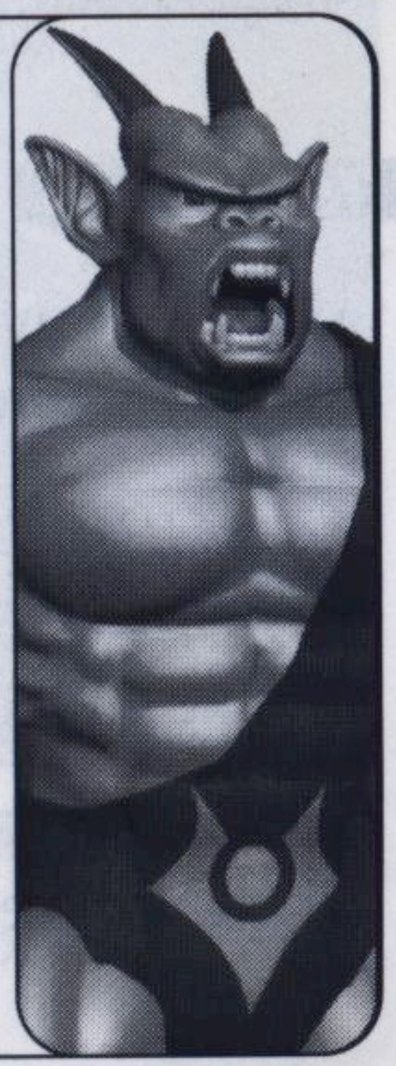
A wild and powerful pro wrestler, unbeatable in a power match, who is easy and fun to control and performs spectacular moves.

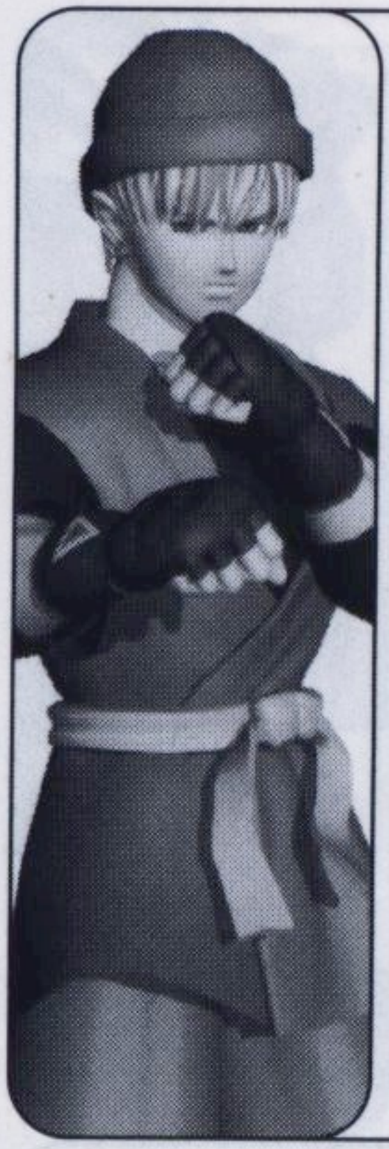
Drop Kick	→ → + △
Knuckle Bomb	→ + □
Russian Lariat	← + □
Tornado Hammer	→ → + □
Giant Swing (during a grapple)	→ → ← + □ + R1
Pendulum (during a grapple)	→ → + □ + R1

ILLGOGA

A very powerful fighter who fights with very distinctive moves. He moves a bit slowly due to his size, but his brutal throws are extremely effective.

Wild Rush	△ △ △
Rock Buster	← + □
Double Left Hammer	→ + □ □
Mad Dog	△ × △
Hate Low Crusher	△ × × × △





GREN KUTS

A martial arts champion, whose main strategy is to use a series of very fast strike moves. An orthodox character with above average strength.

Casual Kick	→ + ✕
Light Blaster	→ + □
Big Bang	→→ + △
Royal Rolls	←← + □
Triple High Kick	R1 + △ △ △
Head Drop (during a grapple)	← + □ + R1
Crank Spin (during a grapple)	←← + □ + R1

THE BOSSES

MUFU a mysterious aborigine from Jarung, a star located near Tobal. He speaks no known language.

EMPEROR UDAN the King of Tobal who considers himself the strongest fighter ever. He must be defeated if you are to win the Tournament.

THE MYSTERIOUS NORK a gargantuan with extraordinary strength, who was recruited by Emperor Udan himself. Nork isn't very bright, but when you're as big and strong as he is, that doesn't really matter.

QUEST MODE

Here you must explore a series of deep and treacherous dungeons, defeat the enemies that attack you, build and maintain your strength by collecting power-ups, food, and magic potions, and locate and collect the precious Molmoran crystals. You begin by choosing a fighter as normal (note, this mode can only be played with one player). Then you must complete the Practice Level before you can enter the other dungeons. On completion of each dungeon make sure you save your progress through the quest in the Option Mode (setting AUTO to ON saves you the bother in future).

THE QUEST SCREEN

① *Life Gauge* (you can boost the gauge with food and certain potions).

② *Lives Remaining* (you lose one life when the Life Gauge reaches zero).

③ *Enemy Gauge* (appears underneath every enemy encountered to show you how powerful they are).

④ *Dungeon Level* (Indicates how far you've progressed). ⑤ *Map*

⑥ *Elapsed Time* ⑦ *AP* (attack power) *and DP* (defence power) - these can be boosted by eating mammoth meat steaks.

Quest Mode

Most of the basic controls, and all your character's special moves, are the same as in the other modes. These are additional controls specific to the Quest Mode - for instance because the view is from behind your character you double press the UP Directional button to run forward.

↑↑	Run
↑↑ + L1	Running Jump
R1 + ← or →	90° Turn in the direction selected
R1 + ↓ ↓	Quick 180° Turn
(Directional button) + ○	Move in a Fixed Direction
○	Activate "Elevator"
R1 + □	Pick Up Item
R1 + □	Use/Eat Item
R1 + △	Throw Item
R1 + ×	Drop Item

Playing the Quest Mode

Items: the dungeon is littered with items such as food, magic potions, precious stones and Malmoran stones. There are many different types of items with different effects. Some of them are highly beneficial, but not all of them are good for you. Be careful what you eat! The precious stones can be used in item shops to obtain random items. Malmoran stones can also be used in shops.

Potions: these can boost your health bar's maximum capacity, fill your health bar to capacity, or even reduce or empty it. Be careful. And note, if you play a level more than once, potions in the same locations may have different effects each time you play. Potions can also be thrown at monsters - but make sure you don't throw a health boost or power-up at them!

Switches: punch these to turn them off (often they control the red force fields).

Elevators: press the ○ button on these to travel either UP or DOWN.

Item shops: these look like pink squares on the floor. If you collect plenty of precious stones you will be able to spend them in shops like this one. You will receive a random item in return. It costs five stones to use, and can be used up to 3 times before it disappears forever.

Malmoran shops: these look like blue squares on the floor. Place an item on the inner square and you will receive Malmoran stones as payment. Again it can only be used 3 times.

Traps: you will encounter many of these on your Quest. Note, some are activated by a pressure pad.

Monsters: when you encounter a monster, you will have to fight it, so keep your strength up. Some of the monsters who appear here are even more powerful than the participants of the Tournament. When some monsters are defeated they may drop an item. Again, you should examine it carefully before you eat it.

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